





Guess Who

These rules and the special cards we're providing may be used with any version of Guess Who. You will have to cut out the cards yourself. Be sure to cut the orange and green cards to the right size, so that they can slide into the little frames on your gameboards. They have a border that you can trim to the right size.

The orange cards are for the first player's gameboard.

The green cards are for the second player's gameboard.

The purple cards are for the draw pile.

These Gospel Rules come from Mark 2:12. Look it up.

Use the ordinary rules for Guess Who along with these Gospel Rules:

1. Use person-first language while asking a "yes" or "no" question on your turn. For example say, "a person who has black hair," or "a person who uses a wheelchair," or "a person who uses glasses," or "a person who is blind," or "a person who has red clothes," or "a person who has prosthetics."



2. If you don't recognize the person on the card, look them up.



Want to explore these Gospel Rules further? Here are some prompts to help you do that:

There are a lot of amazing people that have done a lot of amazing things on the special cards that we gave you for the game. We hope you remember some of these people.

What's something cool that you learned about one of these people?

In Mark 2:1-12 Jesus meets an amazing man who had four really good friends and who wasn't afraid to swing around on ropes. He also happened to live with paralysis. At the end of the story he's able to walk out of the place and laugh and celebrate with his awesome friends?

Was he able to laugh and celebrate with his awesome friends before the story? What else was he able to do before Jesus healed him?

In one or two of your own words, what is the gamechanging idea behind these Gospel Rules?